

NICKELODEON

# Rugrats

## Scavenger Hunt™



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Instruction Booklet



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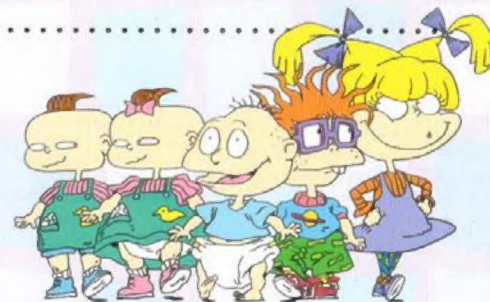
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Scavenger  
Hunt™

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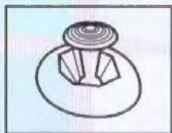
## Control Stick Function

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



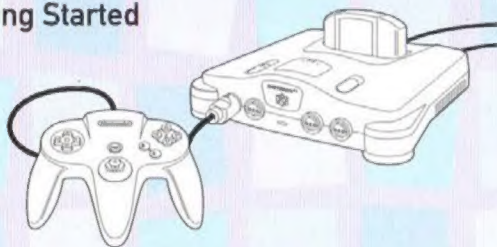
If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

## Getting Started

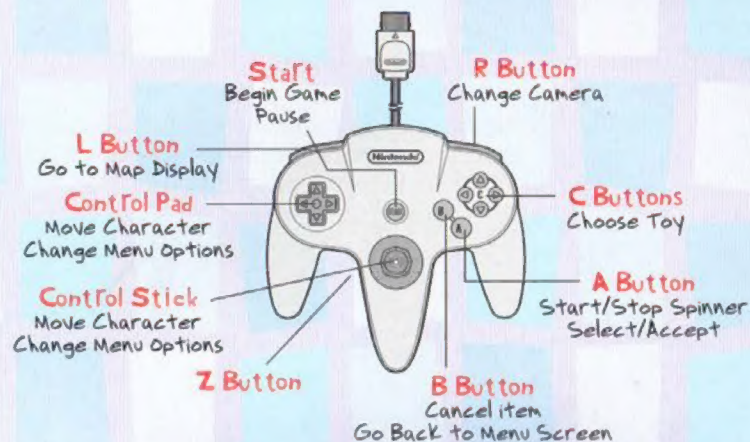


**Warning:** Never insert or remove a Game Pak when the power is on!

1. Make sure the power is OFF on your N64®.
2. Insert the GAME TITLE Game Pak into the slot on your N64.
3. Press firmly to lock the Game Pak into place.
4. Turn the POWER switch ON.
5. At the Title Screen, press START when prompted to begin GAME TITLE.

**Note:** If you want to save games, insert the N64® Controller Pak into the controller before starting play.

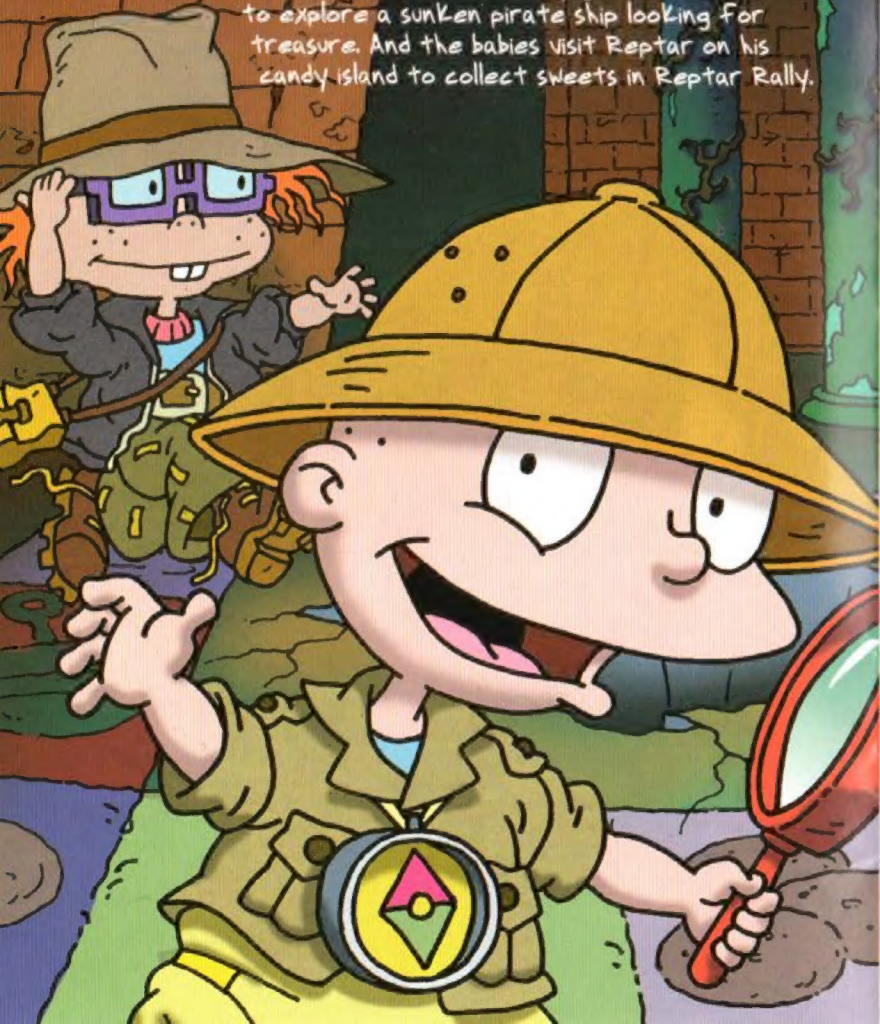
## Controls





## Scavenger Hunt

The Rugrats babies' imaginations transport them to three different scavenger hunt games. In Angelica's Temple of Gloom, the Rugrats babies team up to find the broken pieces of Stu's Aztec statues before Angelica. In the Pirate Treasure Hunt, the babies compete as they go underwater to explore a sunken pirate ship looking for treasure. And the babies visit Reptar on his candy island to collect sweets in Reptar Rally.







## Main Menu

**New Game** - Press the A Button to start a new game.



### ANGELICA'S TEMPLE OF GLOOM (1 - 4 Babies)

All games can be saved at any time by pressing **START**. The babies are transported to the ancient Aztec Temple of Kokobola. Find all the pieces to the broken Aztec statue before Angelica does, or else you will be locked inside the temple forever.

**Select the Board Size** - Choose between Small, Medium, and Large. (Please note: A 1-player game on the Small board takes about 20 minutes to play)

For a complete description of Angelica's Temple of Gloom, see page 12.

### PIRATE TREASURE HUNT (2 - 4 Babies)

All games can be saved at any time by pressing **START**. Play diaper-to-diaper through a sunken pirate ship as the babies search for hidden treasure. Hunt carefully, the baby who finds the most loot will become Angelica's first mate.

**Select the Board Size** - Choose between Small, Medium, and Large. (Please note: A 2-player game on the Small board takes about 20 minutes to play)

For a complete description of Pirate Treasure Hunt, see page 13.



## Main Menu



### REPTAR RALLY (4 Babies)

Visit Reptar on his candy island and help him collect as many sweets as possible. The baby who collects all of their sweets will win the game.



There is only one board size for this game. (Please note: The game takes about 45 minutes to play)

For a complete description of Reptar Rally, see page 14.

**Save Game** - All games can be saved at any time by pressing **START**.

**Load Game** - Load a previously saved game or saved options.

**Options** - Change game settings:

**Sound Volume** - Press Left/Right to change the sound effects volume.

**Music Volume** - Press Left/Right to change the music volume.

**Hidden Squares** - Press Left/Right to turn this feature on or off.

With the Hidden Square Feature "On," the squares in the game start out covered up. A square will be uncovered when a player lands on it.







## Character Select



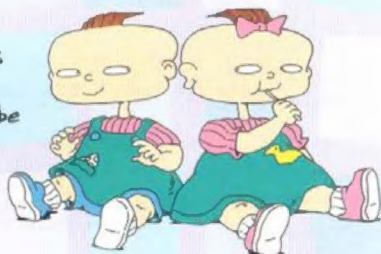
Select your favorite Rugrats character. Players can play as Tommy, Chuckie, Phil, or Lil. Each player must choose a different baby to control. One to four players can participate in any of the games. Select whether a player (Ctrl) or the computer (CPU) will control each baby.



To select a baby - Press the Control Pad Up/Down  
To select player control - Press the Control Pad Left/Right

Players can use their own individual controllers or can share the same controller during the game. Controllers inserted into the Control Deck after the game has been turned on cannot be used. Restart the Control Deck if you wish to add a controller.

Press Start to continue.



## A Baby's Turn



**Pre-turn** (not available in Reptar Rally) - At the beginning of each baby's turn, the Start Turn Menu will appear. Use the Control Stick or the Control Pad to select one of the pre-turn options. Press the A Button to select an option.



**Spin** - Press the A button to start the spinner. Press the A button a second time to stop the spinner. The spinner is numbered from 1 to 5 and includes a "Set Spin" tile. If the spinner stops on Set Spin, you can choose to move your baby as many as 5 spaces.

**Toy Chest** - The Toy Chest displays the Toy Cards that your baby has collected during the game. For more information on the Toy Cards see page 20.



**View Entire Game Board** - The Map shows the game board and the locations of all of the characters.





## A Baby's Turn

### Adjust Cookies and Energy -

Allows the player to trade cookies for energy or trade energy for cookies instead of using the Spinner and moving. For more information, see Zzzz's on page 11



**Player Status** - Shows the player's current status within the game.



**Angelica's Temple** - Displays all the statue pieces that have been found by both the babies and Angelica.



**Pirate Treasure Hunt** - Shows the treasure that each baby has collected.



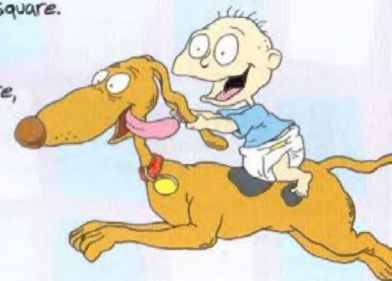
**Reptar Rally** - Displays how many sweets each baby needs to find.

## Game Play



**Movement** - After spinning a number, move your baby around the game board until you've moved that number of spaces. In the beginning of the game, you will only be able to move in one direction. Once you have found the Compass, you will be able to move in any direction on the board. Use either the Control Stick or the Control Pad to move and press the A Button when you reach your final square.

If a baby lands on a square occupied by Spike, or if Spike lands on a baby's square, the baby will then ride on Spike for a maximum of 5 spaces. Press the A Button once you reach the desired square.



**Zzzz's** - Each of the babies starts with 30 Zzzz's (energy). As you move around the game board, you use 1 Zzzz for each square moved. Your baby must take a nap (in the Crib Room) when your Zzzz level reaches 0. When your baby wakes up from the nap, your Zzzz's will be fully restored. Your baby can then move out of the Crib room, via the Footstep squares, into any room on the board. Each of the Room Squares connects to a different room in the game.

### Angelica's Temple of Gloom



Snake Room



Column Room



Gem Room



Calendar Room



Turtle Room

### Pirate Treasure Hunt



Crow's Nest Area



Diving Helmet Area



Bow of Ship



Deck of Ship



Captain's Cabin





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# Angelica's Temple of Gloom

Oh no, the Rugrats babies accidentally broke one of Stu's ancient Aztec statues! As the babies move through the Pickles' house hunting for pieces, they are transported to an actual Aztec temple.



## Game Objective - Cooperative

The babies will have to work together as teammates. If Angelica finds all the statue pieces first, the babies will be locked in Angelica's Temple forever. Collect all of the broken pieces before Angelica, the Aztec Queen, gets her hands on them.



## Statue Pieces

If the babies find one of Angelica's pieces, an icon will appear in the status area. If Angelica holds one of the babies' pieces, an icon will appear in the status area. The babies are only allowed to hold one of Angelica's statue pieces, and she can only hold one of theirs.

The Rugrats babies help each other search the rooms of the Temple to find the statue pieces. When two or more babies land on the same square, the one baby will get to search the area instead of performing the action on the square. The babies will also protect each other from Angelica!



## Cookies

Angelica will do anything to get the babies' statue pieces - but the babies know how much she likes cookies. In order to keep her happy, they'll give her 10 cookies if she crosses paths with them. If a Baby doesn't have at least 10 cookies when passing her, Angelica will get one of the babies' statue pieces. If the baby doesn't have 10 cookies or any statue pieces then Angelica will take the baby's remaining cookies. The babies can gain Cookies from Grandpa when they land on Grandpa's square.



## Protection

The babies are protected from Angelica if they are on the same square as Grandpa, Spike, or another baby. They're also protected from Angelica while riding Spike, or when they play Reptar with the Reptar Card. For more information, see Toy Cards on page 21)



## Energy

The babies can also regain Zzzz's by taking a Catnap on the Catnap Square or by eating Cookies during their turn.



# Pirate Treasure Hunt

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Stu builds a new pirate ship for the Pickles' aquarium reminding Grandpa of the sunken treasure he dove for in the Caribbean Sea. Angelica convinces the babies that pirate treasure can be found - but they'll have to



share the treasure with her, and Susie agrees to help the babies find the treasure, and they're off to the deep blue sea.

## Game Objective - Competitive

The First baby to collect all four pieces - a necklace, a coin, a gem, and a ring - wins the game and gets to split the treasure with Angelica.



## Cookies

When a baby lands on Susie's square, she will help find a treasure piece - for a price! For 10 cookies, Susie will search the room and find a piece of treasure for the baby. Be careful - if the room does not contain any treasure the baby needs, Susie will keep the 10 cookies.

## Toy Contest

If two Babies land on the same square they'll compete in a Toy Contest.



Each player can choose between a Cannon Ball, a Pirate Flag, or a Toy Sword by pressing the correct

C Button. After each player selects a toy, the toys will battle against each other. The baby with the more powerful toy wins either six cookies or a treasure piece from the opponent.



Cannon Ball defeats Toy Sword  
Toy Sword defeats Pirate Flag  
Pirate Flag defeats Cannon Ball



If both players select the same toy, then it's a draw, and no one wins. The players then must select again. The Toy Contest will continue until there is a winner.





# Reptar Rally



The Rugrats babies have accidentally spilled some chocolate milk on their Reptar Board Game. Soon, their imaginations take over and they find themselves traveling back to the Messyzoic era to help Reptar clean up the candy mess on his island.

All four babies must play in this game and can be controlled by a player or by the CPU.

## Game Objective - Competitive

Each Reptar Baby has to collect 5 to 15 pieces of each type of sweet. The first Baby to do this will win the game and climb Cake Mountain to roar with Reptar.

## Messyzoic Zones

The Messyzoic is made up of five different Zones each controlled by a different Reptar. Each baby has to gather sweets found in the other babies' mountains, but not their own.

**Cake Mountain (Main Board)** - The real Reptar rules this zone. As he walks around the top of the mountain he collects Reptar Bars, Ice Cream, Licorice, Chocolate Milk, and Pudding. When he lands on a line of frosting that is connected with a Baby Reptar, he will give the baby all of his collected sweets and a powerful Zone Effect.



**The Ice Cream Age** - Tommy's Reptar Zone where the babies collect Ice Cream.

**The Land of Licorice** - Chuckie's Reptar Zone where the babies collect Licorice.



# Reptar Rally



## Cocoazoic -

Lil's Reptar zone where the babies collect Chocolate Milk.



**Chocolithic** - Phil's Reptar zone where the babies collect Chocolate Pudding.

## Pre-Turn

Before a player starts a turn, he/she can select between two options - Spin the spinner or view the Player Status.

## Spin

Press the A Button to start the Spinner, and the A Button again to stop the Spinner. The numbers on the spinner range from 1 to 6.



## Player Status

View the breakdown of each Reptar's score to see how many sweets you need to win.

For each sweet, the first number shows how much the baby has collected. The second number shows how many the baby needs to win.

Once a baby has collected the full amount, he/she cannot lose any of that sweet. For example, if Chuckie needs 10 Ice Cream Cones and collects all 10, then his Ice Cream is "locked" and he will not lose any of his Ice Cream to either the board or to another baby.





# Reptar Rally

## Board Squares



**Reptar Bars** - Collected as a gift from Reptar, by landing on a Reptar Bar Square, or by landing on a Whammy square (see Whammies on page 17). The Reptar Bars are used to enter the Baby Zones or to trade for sweets.



**Ice Cream** - Collect or lose Ice Cream.



**Licorice** - Collect or lose Licorice.



**Chocolate Milk** - Collect or lose Chocolate Milk.



**Chocolate Pudding** - Collect or lose Chocolate Pudding.



**Bonus Square** - Each Baby Zone has one Bonus Square. Use your tail to get extra sweets.

**Special Bonus Square** - Each Baby Zone has a Special Bonus Square that is only good for the Baby who controls the Zone. When that Baby lands on this Square, they will get to collect all of the sweets for one candy. For example, if Tommy lands on this square in the Ice Cream Age, he can choose to fill up his Licorice, Chocolate Milk, or Chocolate Pudding.



### Keys

**Silver Key** - Pay 5 Reptar bars and go to the indicated Baby's zone.

**Gold Key** - Go to the indicated Baby's Zone without paying 5 Reptar Bars.

**Rainbow Key** - Select which Baby Zone you want to go to without paying 5 Reptar Bars.

# Reptar Rally



**Chance Move** - This Square will send the Baby Reptar forward or backwards.



**Lever and Catapult** - When a Baby Reptar passes the Lever Square he/she will pull the lever. If another Baby Reptar is on the Catapult, they will be flung into a Baby Zone.



### Whammy Square

The Whammy Square will immediately affect one or more of the babies' scores. One of the following Whammies will happen if a Baby lands on the square.

**Take Candy** - You may take one kind of sweet from a baby of your choice.

**Trade Candy** - You may swap any sweet or Reptar Bar with a baby of your choice.

**Reset Reptar Bars** - All of the baby's Reptar Bars will be reset to either 10 or 20.

### ZONE EFFECTS

Reptar gives a Zone Effect to a baby each time he lands on frosting that is connected to a baby. The Zone Effect will remain in place for one turn.

There are three types of Zone Effects:

**Banishment** - Immediately removes all babies from the zone and returns them to the main board.

**Turns Squares OFF** - Turns all squares in the zone to nothing for one turn.

**Change + to -** - Turns all candy squares in the zone to negative values for one turn.



# Reptar Rally



## MYSTERY KONS

**Baby Entry Square** - Immediately advance to the nearest Baby Path.

**Key Square** - Immediately advance to the nearest Key Square and receive a Key.

**Sling Banana Peel** - Put two squares of banana peels in front of a selected baby. During that baby's next turn, instead of spinning the wheel, they will slide two squares.

**Sling Mud** - Put four squares of mud in front of a selected Baby. During that baby's next turn, instead of spinning the wheel, they will slide four squares.

**Sling Syrup** - Put one square of sticky syrup in front of a selected baby. During that baby's next turn, instead of spinning the wheel, they will be stuck on the same square.



# Game Board Squares

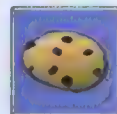


**Zzzz Cat Nap (5 Energy units)** - When a baby lands on the Zzzz +5 Catnap Square, he or she will lie down and take a quick nap. After waking up at the next turn, the baby will gain 5 Energy units.



**Zzzz Cat Nap (2 energy units)** - When a baby lands on the Zzzz +2 Catnap Square, he or she will lie down and take a quick nap. After waking up at the next turn, the baby will gain 2 Energy units.

**Cookies** - The babies start the game with 10 cookies each. As they move around the game board they can either gain cookies or lose cookies on the Cookie Squares.



**Gain 2 Cookies** - Gain two cookies when landing on this square.



**Gain 4 Cookies** - Gain four cookies after landing on this square.



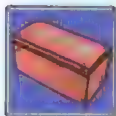
**Lose 1 Cookie** - One cookie is taken away.



**Lose 2 Cookies** - Two cookies are taken away.



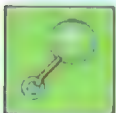
## Game Board Squares



**Toy Chest** - To use the Toy Cards, select the card you want before starting the Spinner. Move the control stick left or right to select a Toy Card.



**Dil Square** - When a Rugrats baby lands on this square, Dil will pop out in his Reptar Wagon/Submarine and wreak havoc on the game board by switching all of the squares around.



**Search Square** - This Square gives the Rugrats babies a chance to search for objects in each room. The lights will dim and the hiding places along the walls will be bright. Move left or right to select a hiding place. The object that you find will appear.



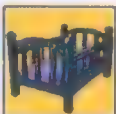
**Sandbox Square** - After all of the hiding places have been searched in the game room, all Search Squares will be replaced with the Sandbox Squares. While a Baby is on this square, he or she is protected from other babies.



**Door** - This square is a passageway into another room. Move forward and the Baby will appear in the next room. It does not count as a move on the board.



**Secret Passageway** - Secret Passageways are only visible once a baby finds a screwdriver. The secret passages in that particular room will be highlighted. Select the passageway you want and then press the forward button to move through.



**Crib Square** - This square sends the babies to the crib room, your baby can then move out of the crib room using one of the Footstep squares. The Footstep squares connects to other rooms to different rooms in the game.

## Game Objects



**Compass** - The Compass allows a baby to move in any direction on the game board.



**Screwdriver** - The Screwdriver allows a baby to use the Secret Passageways on the game board.



**Magnifying Glass** - This will give the baby an extra search whenever he or she searches a room.

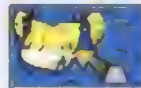


**Dust Bunny** - Dust Bunnies appear when a hiding place is empty.

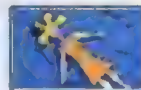
**Toy Cards** - When a Baby lands on the Toy Chest Square he or she will have the option to trade 6 Cookies for one Toy Card.



**Bring Susie Here** (Pirate Treasure Hunt only) - Play this card and bring Susie to your square.



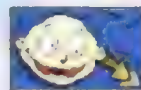
**Send Angelica Away** (Angelica's Temple of Gloom only) - Play this card and send Angelica to another room.



**Bring Angelica Here** (Angelica's Temple of Gloom only) - Play this card and have Angelica come to your square.



**Send Baby Away** - Play this card to send a baby to another room.



**Bring Baby Here** - Play this card to have another Baby come to your square.





## Game Objects



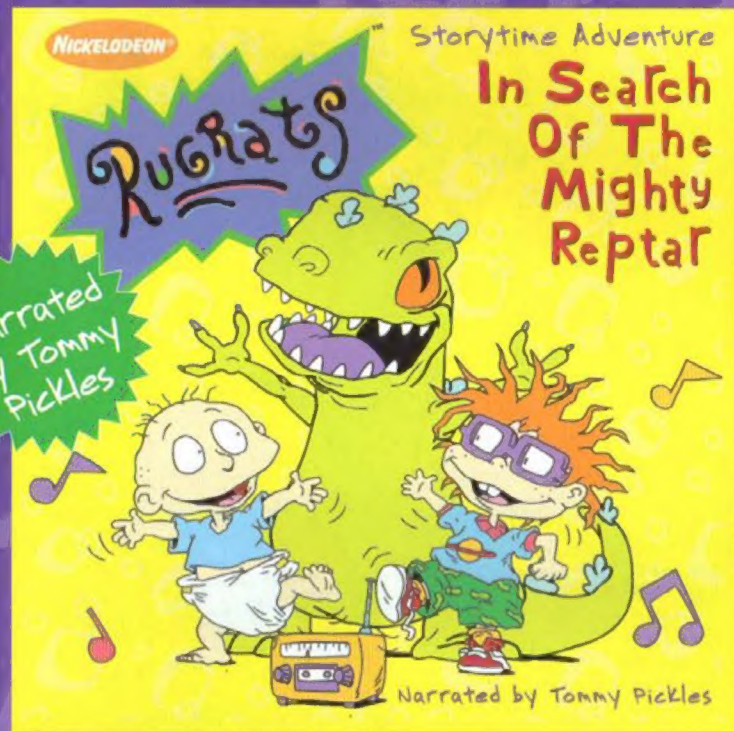
**Reptar** - Play this card to become Reptar for a turn. You can move in any direction with a Set Spin of 1-5. You will not lose any Energy and will be protected from Angelica (Angelica's Temple), and other babies (Pirate Treasure Hunt).



**Set Spin** - Use this card instead of spinning the wheel and move from 1 to 5 squares.



Now you can hear Rugrats  
anytime you want!



Features two stories "Reptar on Ice" and  
"Journey To The Center Of The Basement."  
Music by Mark Mothersbaugh.

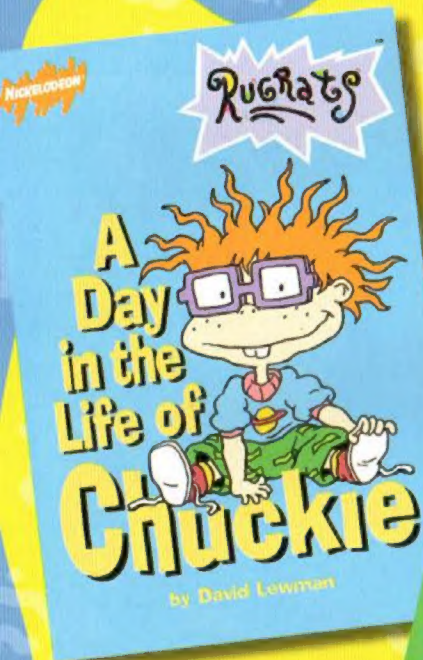
Now available on CD or cassette where music is sold.

NICKELODEON

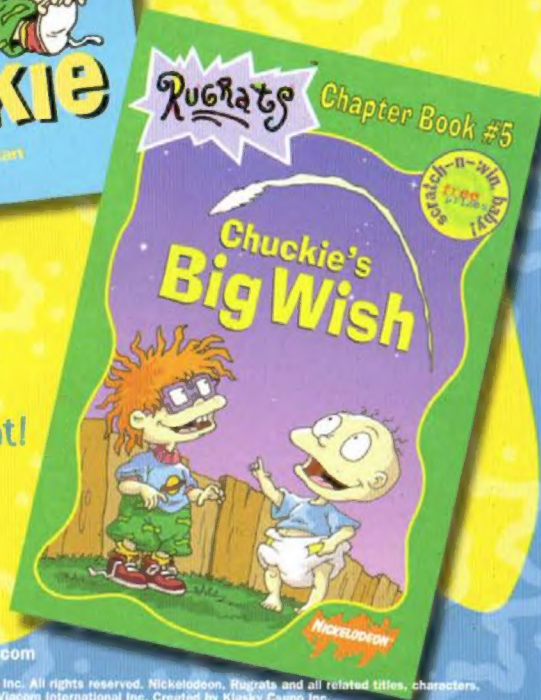
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Look for  
hints for this  
game in  
these books



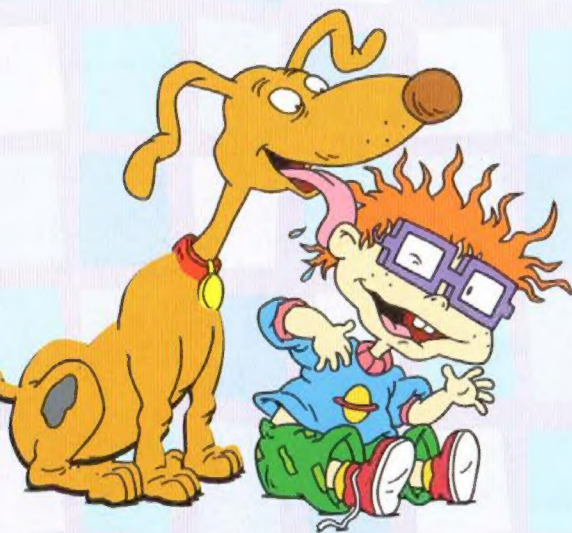
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**Warranty**

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the recording medium on which it is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

**To receive warranty service:**

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 225-5167 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.

Customer Service Department

5016 N. Parkway Calabasas, Suite 100

Calabasas, CA 91302

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

**Repairs after Expiration of Warranty**

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$35.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

**Warranty Limitations**

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